



Druid 1
CLASS & LEVEL

Tiefling
RACE/ANCESTRY/HERITAGE

Hermit
BACKGROUND

STR
+0
10

+2 PROFICIENCY
BONUS

ARMOR
CLASS
(AC)

INITIATIVE

14 +1 30 ft.

SPEED

SAVING THROWS

+0 Strength Saves
+1 Dexterity Saves
+2 Constitution Saves
+1 Intelligence Saves *
+4 Wisdom Saves *
+2 Charisma Saves
* *Prof. bonus added*

Armor Worn: leather armor, wooden shield

HIT POINTS HIT DICE
10 1d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 1d6+1 slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. 1d4+1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

Sling. *Ranged Weapon Attack:* +3 to hit. *Hit:* 1d4+1 bludgeoning damage. (Normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

No special notes.

DEX
+1
13

CON
+2
14

INT
-1
9

WIS
+2
15

CHA
+2
14

CLASS

Druid Class Features [PHB p. 65]

- Ritual Casting

SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Guidance, Mending*

Prepared Spells

1st Level (2 slots): *Faerie Fire, Charm Person, Cure Wounds*

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor (AC 11), shield (AC +2), scimitar, dagger, sling and 20 stones, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket. (This load is about 40 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 2 gold pieces (gp); 23 silver pieces (sp); 77 copper pieces (cp); 3 gems (worth 10 gp each)

Hermit Background [PHB p. 134]

- **Feature:** Discovery (great secret).
- **Traits:** Has forgotten social norms. Slothful nature.
- **Ideal:** Everything fits a cosmic plan.
- **Bond:** Your hermitage above all.
- **Flaw:** Easily falls back into worldly vices.

PROFICIENCIES & LANGUAGE

Armor: light armor, medium armor, shields (nonmetal only)

Weapons: club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, spear

Tools: herbalism kit

Saving Throws: Intelligence, Wisdom

Skills: Medicine, Nature, Perception, Religion

Languages: Common, Druidic, Orc, Infernal

RACE

Tiefling Traits [PHB p. 42]

- Creature Type: Humanoid
- Age: 32 years old
- Medium Size (5' 10", 149 lbs.)
- Darkvision (60 feet)
- Hellish Resistance (vs. fire)
- Infernal Legacy (Charisma-based; *Thaumaturgy* cantrip)